

# Wevr Virtual Studio

The cloud platform for game teams



## Everything you need to build your project on game engines

Wevr Virtual Studio is an all-in-one cloud platform exclusively designed for interactive creators and teams developing games and real-time 3D apps using real-time game engines.

### Organize & Collaborate

A central workspace allows remote employees, contractors, and clients to access projects securely. Teams can use Git-based version control with a unified repo and workflow.

### Build Automation

Creating quality games requires early and frequent play-testing and releases. By automating your game builds using WVS Flows in the cloud, you can keep development moving fast.

### Studio Efficiency

WVS provides fast setup of remote teams, a simple workflow for artists, easy deployment cross-platform, integrated feedback and reviews, and cost-effective scaling.



### Case Study

## Warner Bros Harry Potter VR powered by Wevr Virtual Studio (WVS).

The two state-of-the-art Harry Potter Unreal Engine VR experiences, located in the Harry Potter flagship store in New York, are securely maintained by the WVS cloud platform. The project source code, assets and build management are all accessible to remote teams, who can easily make required support updates. These updates trigger WVS Flows in the cloud, which automatically build and deploy to stakeholders for review.